NES–VJ–USA

SUPERSPIKE V'BALL™

4 FOUR PLAYER GAME

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for buying the Nintendo Entertainment System® Super Spike V'Ball™ Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new game, then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note:
In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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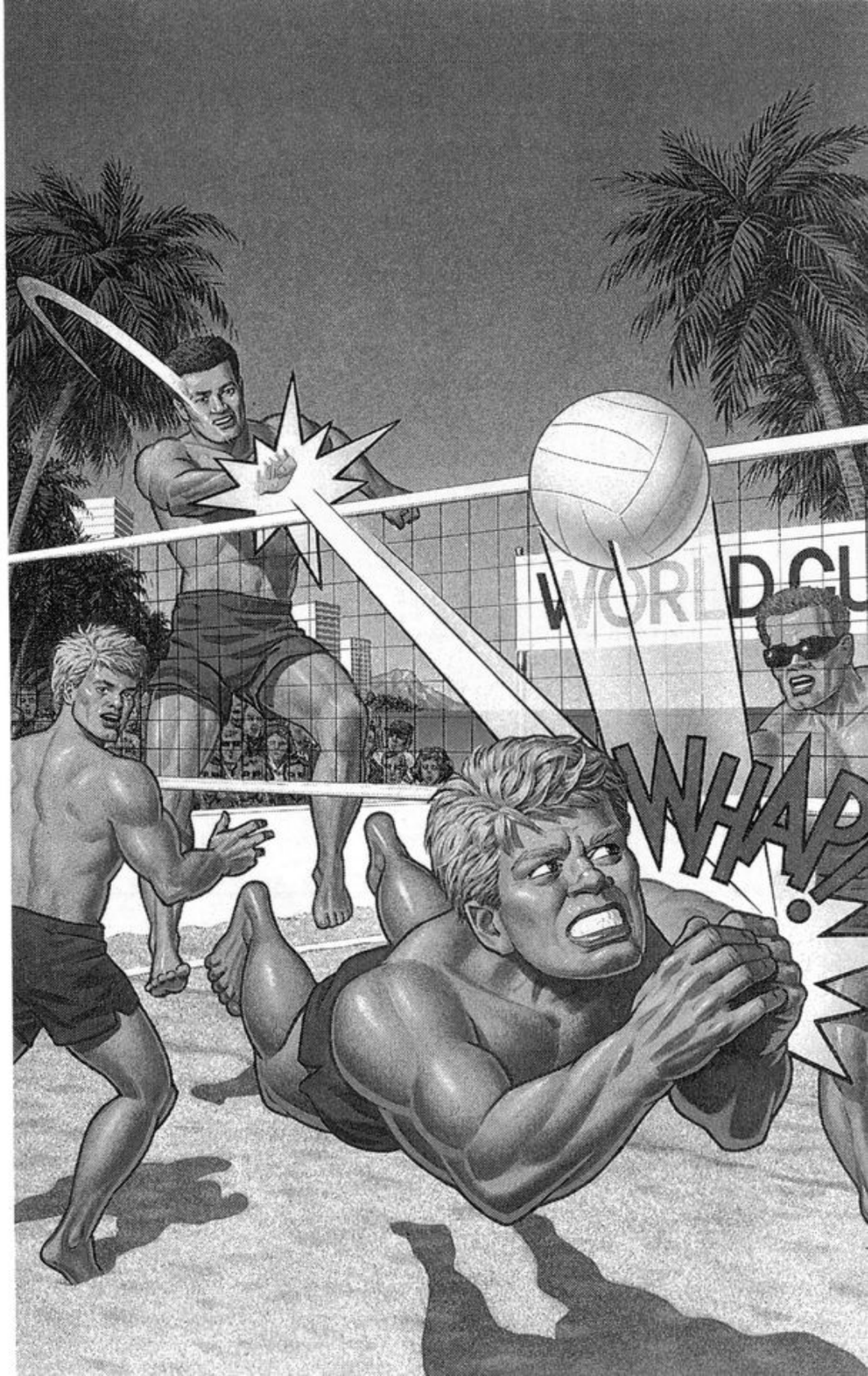
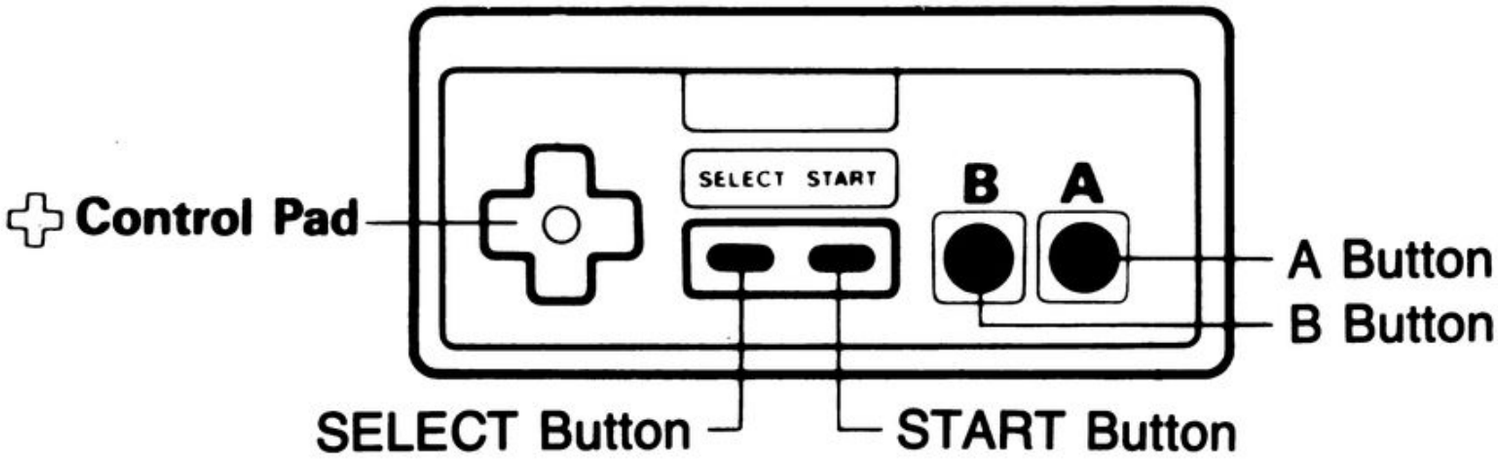
Object of the game/Game description

This is professional beach volleyball at its best! With a 4-player adapter, up to 4 players can compete in this battle of the beach. Super Spike V'Ball lets you work your way through the American Circuit, or play the masters of the game in the World Cup Circuit. You can play against computer opponents or challenge your friends. Super Spike V'Ball is the ultimate in sizzling volleyball action.



1. NAMES OF CONTROLLER PARTS AND OPERATION INSTRUCTIONS



SELECT Button	Moves the cursor on any option screen.
START Button	Used to start the game and to pause the game during play.
✣ Control Pad	Used to move players, control the direction of the ball when hit, and to move the cursor on any option screen.
A Button	Hits the ball.
B Button	Makes your player jump.

2. STARTING THE GAME

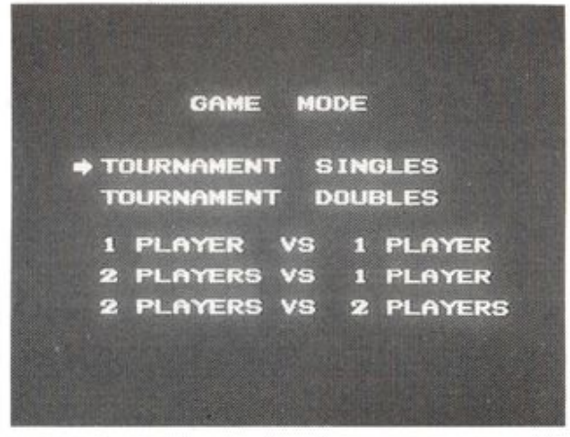
★ When the title screen is showing or the game is in the demonstration mode, press the START Button to get to the GAME MODE menu.

★ Use the SELECT Button or the ✣ Control Pad to select the desired option on the GAME MODE menu, then press the START Button.

TOURNAMENT SINGLES 1 player vs. computer
TOURNAMENT DOUBLES 2 players vs. computer
1 PLAYER vs. 1 PLAYER
2 PLAYERS vs. 1 PLAYER
2 PLAYERS vs. 2 PLAYERS

(Note: 2 PLAYERS vs. 1 PLAYER and 2 PLAYERS vs. 2 PLAYERS can only be selected if a 4-player adapter is plugged in to your NES.)

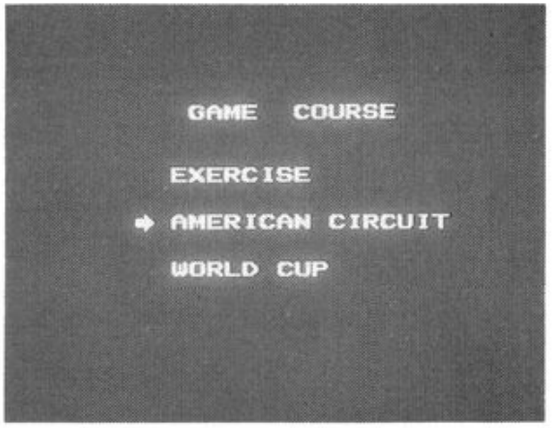
★ If either of the tournament modes are chosen, the GAME COURSE menu will appear (otherwise the GAME MENU screen will be shown.)



GAME MODE SCREEN

★ Use the SELECT Button or the ✣ Control Pad to select the desired option, then press the START Button.

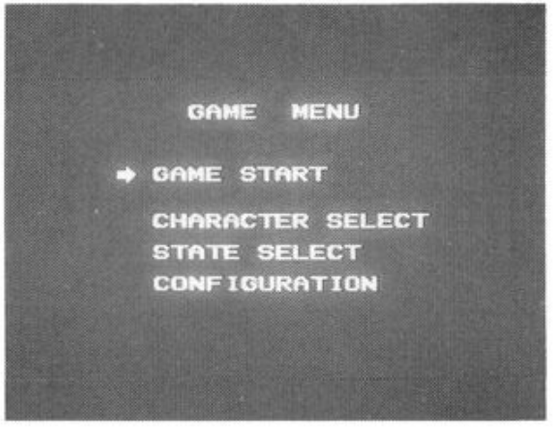
EXERCISE	A practice game
AMERICAN CIRCUIT	Play the American Circuit
WORLD CUP	Play the world cup Circuit



GAME COURSE SCREEN

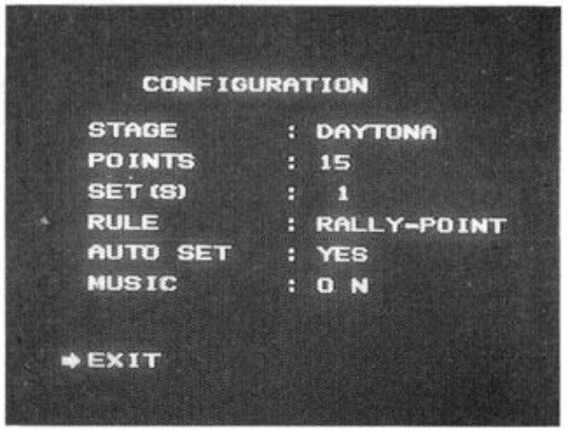
★ The GAME MENU screen will now appear. Move the cursor to the desired option and press the START Button.

GAME START	Start the game
CHARACTER SELECT	Lets you select your team
STATE SELECT	Lets you pick what state your players are from.
CONFIGURATION	Brings you to the configuration menu



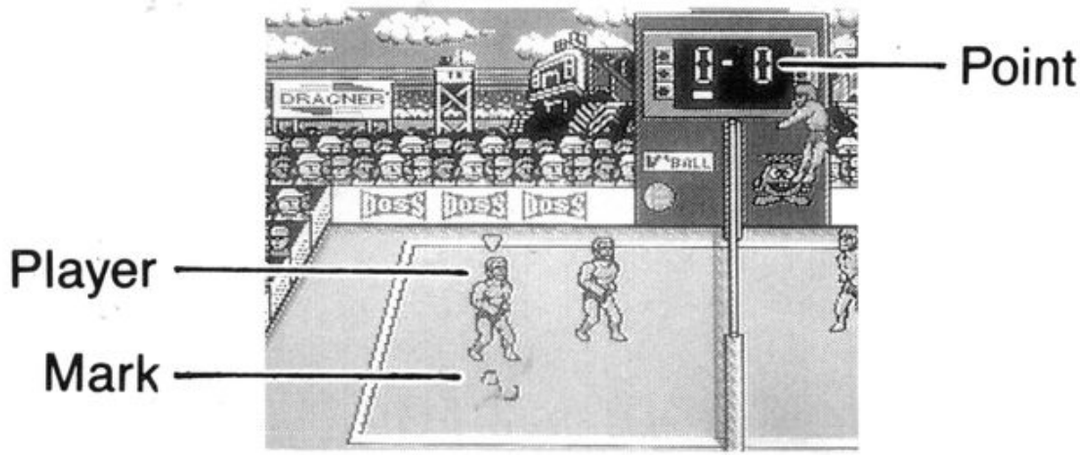
GAME MENU SCREEN

★ On the CONFIGURATION MENU, you can changes many options.
Move the cursor with up and down on the ✣ Control Pad and change the options by using left and right.



STAGE	Shows where you are playing (can't be changed.)
POINTS	Total number of points in a game. This can be set at 5, 10, 15, or 20.
SETS	Number of sets in a match. This can be set at 1, 3, or 5. In circuit play, this will always be 1.
RULE	If RULE is set at "RALLY-POINT", whoever wins each point will get one point. If it is set at "NORMAL", you can only get a point while your team is serving.
AUTO SET	If you have a computer controlled partner on your team and this is set to "YES", the computer will automatically set the ball for you on the 2nd hit. If this is set to "NO", control of the two team members will alternate and you will always hit the ball.
MUSIC	Turns the music "ON" or "OFF".
EXIT	Brings you back to the GAME MENU.

3. HOW TO PLAY



Hitting the ball

When the ball is in play, an "✖" will appear on the ground. This shows you where the ball is going to land.

To hit the ball, go to the mark and press the A Button when the ball gets to you. Remember that in beach volleyball, the ball can only be hit up to 3 times on each side. The first hit will always be a "bump". The second hit will usually be a "set". And the third hit will hopefully get the ball over the net (spike it if you can!)

To do a spike, use the B Button to jump into the air, then hit the ball with the A Button. As on a serve, you can control the direction of the spike with the ✣ Control Pad.

To do a SUPER SPIKE, after you jump, press the B Button 3 or more times while you are in the air. If you do this correctly, your hand will begin to glow. Then hit the ball with the A Button and KABOOOM! The timing of a SUPER SPIKE is a bit tricky, but well worth the time needed to perfect it.

Serving

To toss the ball, press the A Button. To hit the ball, press the A Button again when the ball is within reach. To do a jump serve, press the B Button to jump after you toss the ball (don't forget to press the A Button again to hit it!) You can also control the depth and direction of the serve by using the ✣ Control Pad when you hit the ball. Practice makes perfect!

Blocking

In order to block a spike, you must get your player right next to the net where the spike is about to occur, then press the B Button to jump. It is even possible to block a SUPER SPIKE if you're quick enough. Just press the B Button as fast as you can while you're in the air!

Diving Shot (Dig)

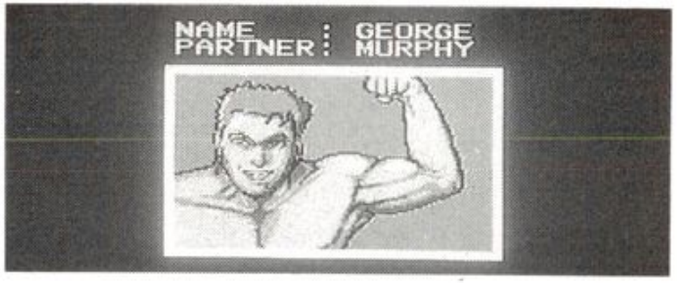
If you aren't close enough to the ball when you try to hit it, your player will automatically dive for the ball.

Tips

The key to Super Spike V'Ball is practice. When just starting out, play a few games in the EXERCISE mode to get the feel of the game.
Teamwork is also very important. Work with your partner. Being a ''ball hog'' will often result in losing a point.

4. INTRODUCING THE PLAYERS

GEORGE & MURPHY

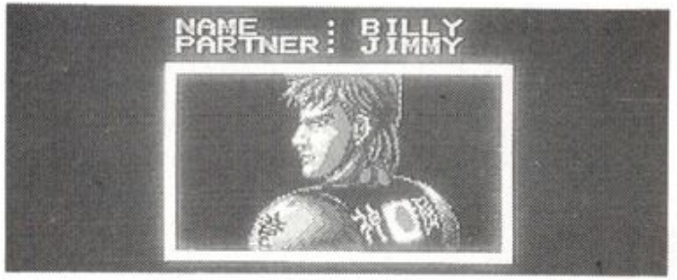


George and Murphy were the champions last year! They are very well balanced players. When just starting out, this is the easiest team to use.

AL & JOHN

Former soldiers, Al and John have a lot of power, but have poor defensive technique and are pretty slow. If you like to use the "SUPER SPIKE" often, this is the team to play with.

BILLY & JIMMY



Billy and Jimmy have been trained extensively in the martial arts. Their defense is superb. They do have a weak spot though — poor spiking power. Use them for a great defense against teams that spike often.

ED & MICHAEL

Ed and Michael are the quickest players on the V'ball court. Their hitting power is average. Choose them if you're having trouble getting to your opponents shots.

MEMO

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Reserntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

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